

Example use with DMX512 (Digital MultipleX) by USITT (United States Institute for Theatre Technology)

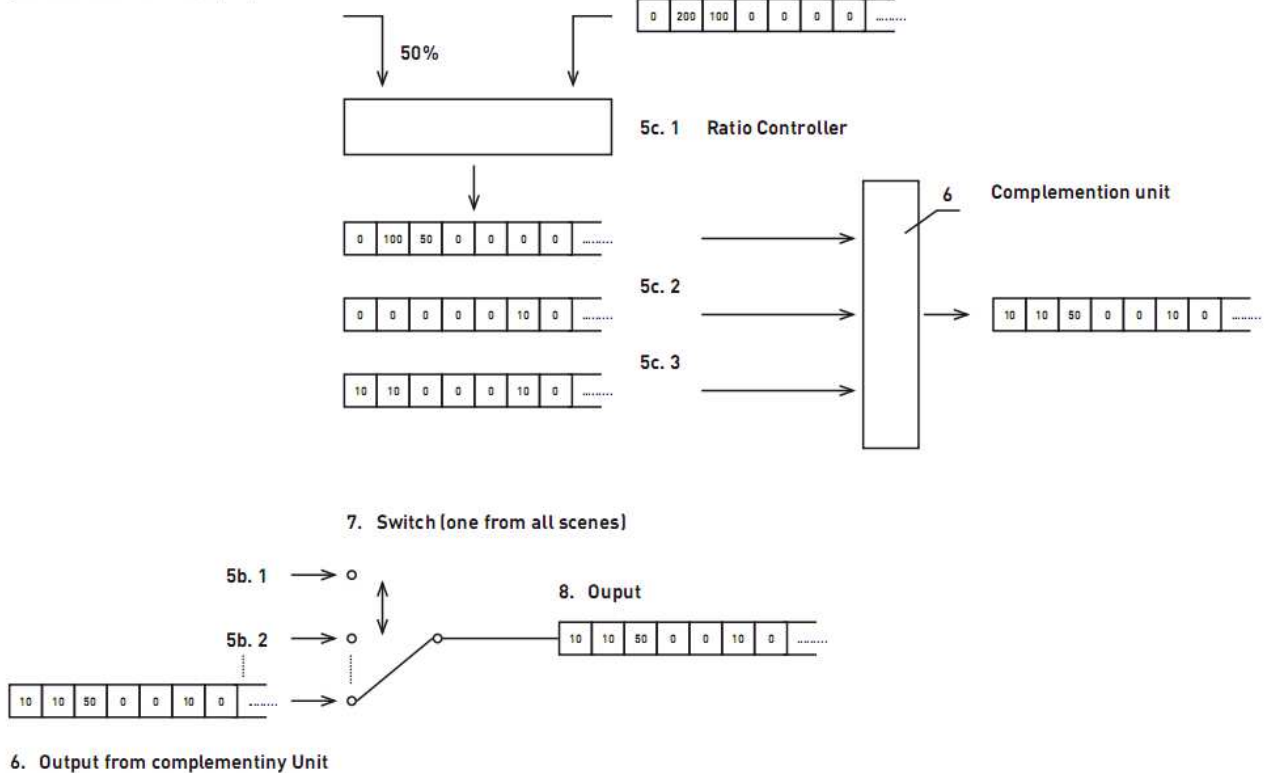
Data = Static Scene = DMX512 packet. It is 512 bytes.

Example with static scenes:

5a. 1

Attribute = Algorithm With output 0-100%
(can use data from 2., 3., 4.)

5b. 1 Information element = DMX512 packet)



Example with sequence of scenes:

It is same. Different is only in 5c Ratio Controller. Here is controlled speed between scenes (from 5b) and not scene values. Output of 5c Ratio Controller is “static scene” always.